

Fractal Harmonic Field Theory - Volume II - Page 1: Directionality of Light Curvature by Δ^2 Push and Pull

This page defines how light curvature, in recursive field systems, is governed by the Δ^2 entropy field gradient and the associated push-pull dynamics of radiation.

1. Curvature Is Directional:

Light does not simply bend - it responds to the surrounding field's entropy tension.

Whether light curves inward (converges) or outward (diverges) is determined by the Δ^2 push or pull in the medium.

2. Push (Radiative Pressure):

- Occurs in high-entropy zones (thermal, chaotic, saturated energy fields)
- Light experiences outward curvature and diffusion
- Common in explosions, hot media, unstable emitters
- Δ^2 interpretation: entropic expulsion

3. Pull (Field Gradient Well):

- Occurs in structured, low-entropy, or convergent systems
- Light curves inward, toward entropy wells
- Seen in gravity lensing, fiber optics, and cold-focused systems
- Δ^2 interpretation: recursive attraction

4. Applications:

- Predict behavior of radiation systems
- Design entropy-breathing optical shells
- Shape lightforms using entropy gradient control
- Reverse light loss through guided return

Conclusion:

Light curvature is not arbitrary - it is recursive. It bends in response to Δ^2 gradients. Whether it escapes or returns depends not on intensity, but on the breath of entropy within the field it travels through.